

Flames of Passion Handbook of Erotic Fire Play

by David Walker and Robert J. Rubel, PhD



Foreword by Jay Wiseman, JD

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Acknowledgments

This work grew out of the handout materials that each of us had developed when teaching fire play in the Austin community. As our handouts grew, we thought that we should capture some of the nuances of our form of play and make this available in a book form.

Once we had prepared a first draft, we started showing it to a few people. Joseph Bean went out of his way to provide extremely valuable guidance and support, and for this we thank him.

That first version was called Version A. By the time we submitted this to our publisher, we were on Version O. It was at this point that we sent it to Jay Wiseman for a final read-through. To our surprise, in addition to providing his own Foreword, Jay offered to perform the copy edit. What an Honor. We accepted immediately.

So, special thanks to Joseph on the front end and Jay on the back end of this project. Special friends, both.

Robert J. Rubel and David Walker

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All models are at least 18 years of age. Proof of age and other pertinent records require by 28 U.S.C. Section 2257 of Title 18.

Custodian of the records is Robert J. Rubel, 7711 O'Connor Apt. 901, Round Rock, Texas, 78681

Foreword By Jay Wiseman, JD

David and Robert have done potential, novice and experienced fire play enthusiasts a wonderful service by creating this book. They have filled this first of its kind book with specific, practical information that they present in a very usable, easy-to-follow format. In this form of play, practitioners are literally “playing with fire” and thus, there is a very real potential for mishap. David and Robert approach this specialized form of play in a very respectful way, and offer sound, proven techniques for allowing people to engage in fire play with minimum risk and maximum fun.

Fire play is a very advanced, edge-play form of erotic power play. It’s literally fiery intensity makes it among the most compelling of activities. This book will help guide the practitioner of fire play in very useful, specific ways from the earliest preparations to the after-care aspects. The book also presents in-depth information regarding endorphins, useful materials, safety measures, setting the scene, useful anecdotes, burn care, technical data, and how to choreograph a fire play scene.

This book will be a very valuable addition to the body of knowledge around this area and will contribute greatly to the safety and enjoyment of fireplay practitioners.

Jay Wiseman, JD
Author of *SM 101: A Realistic Introduction*

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or techniques described in this book always involves serious physical, emotional, psychological, and other risks including the risk of injury or death. You can never completely predict the amount of risk involved. While you can do much to reduce the risks involved, the activities and techniques described in this book are inherently unpredictable and dangerous and can result in serious injury or death even when done with the utmost care and attention to safety. Do not engage in any of the activities or use any of the techniques described in this book without live, in-person training, instruction, and supervision from someone with substantial experience in those activities or techniques. The decision for participating in the activities and use of any techniques described in this book and the responsibility for any resulting consequences are entirely yours.

Introduction

Why Fire Play?

Fire play is a fascinating, dynamic and edgy form of kinky play. For the Top (the person doing the action) there is the ever-present element of unpredictability, danger and drama. Fire scenes may appear to have a similar pattern, but they are never alike. They challenge the skill of the Top and the trust of the bottom.

Fire play is clearly an exhibitionist's playground. In public, this type of play draws a crowd and holds their attention. The range of emotions evoked during play can move from quiet calm to nerve-rendering terror, and the sensations created by an experienced Top are unparalleled in other types of scenes.

Many bottoms love it. For the bottom (the person receiving the action) it can be an experience as light as heat massage or heavy enough to create an endorphin high.

Fire play is versatile. It can be used with other BDSM activities (such as interrogation scenes or bondage scenes) or it can be used as a stand-alone scene. ("Scene" is the term used for kinky top and bottom play.)

Fire play has even been used in cathartic healing. Some time ago a fire scene was conducted on a FemDom who had a life-long fear of fire – to the point that she could not strike matches and was even uncomfortable around table candles. At the high point of the scene, she was galvanized by the process, eyes wide and body shaking.

As the scene progressed, she began to relax and focus on the pleasant heat sensations. By the end of the scene, she had broken through her mental block about fire harming her. This has had a long-lasting positive impact on her, leading us to believe that she had a cathartic experience. Her deep-seated fear of fire has dissipated, and today she is much more comfortable around fire.

Is this worth adding to your repertoire of play styles? You bet.

Jette's Story:

Little did this completely vanilla woman know what she was getting into when she agreed to a little fire play.

i lay on the massage table completely naked. As i'm relaxing i feel cottony wisps of webbing being placed on my body in an elaborate pattern. As the last piece of flash cotton is placed upon my tender skin in areas that have the softest part of me, there is much discussion.

Where should they light the wick; how should the pattern

burn for maximum endorphin rush. Suddenly, faster than I can realize what's happening, I'm lit. i feel an instant of intense heat. Involuntarily, I scream. Yet even as the echo of my scream rings in my ears, the fire's gone -- in a puff of smoke.

That's just the beginning of fire play, the first step in the dance of heat all over my skin.

Next i roll over, and i feel first a burst of cold liquid (which i find out later turns out to be alcohol) and then a fiery heat following more cold paths followed by

more fiery heat.

There is a second hand that puts the fire out. These sensations are followed by a hand that's wrapped in a glove that's spreading even more fire across my body. I don't know what to make of all this when, suddenly, as the last bits of alcohol are used in the most delicious way, the hot gloved hand descends and cups my mons firmly and sends shivers up my spine along with a squeal of delight.

What a night.

Learning the Art

This is a foundation book. The purpose of this book is to mark the beginning of your journey learning about safe fire play. While the content is detailed, the novice who wishes to master BDSM fire play is strongly recommended to find an experienced Top from whom to learn the nuances of this art-form.

Fire play is a skill that is learned by *doing*. There are many skilled Tops throughout the country who share their knowledge and skills with others; seek them out.

NOTE: Because hotel fire regulations generally prohibit fire play demonstrations, it is rare to see a demonstration at a regional or national BDSM conference. Nonetheless, you may ask speakers at these events to refer you to qualified Tops in your area.

Clarifying Terms

This book uses terms commonly used in the BDSM community. However, to be crystal clear, "Top" means the person *doing* the action and "bottom" means the person *receiving* the action.

Chapter One: Basic Concepts

Fire play encompasses a wide range of styles and techniques. This book describes a technique called “dry-body fire play.” It’s called “dry-body” play because it describes the styles and techniques of applying flame or intense heat directly to the human body. In contrast, “wet-body” play -- such as waxplay and cupping -- often uses massage oils to prepare the bottom.

It is important to note that you should never use a direct flame technique on an oiled body.

Basic dry-body fire play can be divided into three categories. They are:

- Fire batons and fire glove
- Devil’s fire
- Flash cotton

There is an advanced form of fire play called fire flogging. It is an advanced technique, and it can seldom be performed safely indoors.

Although the topics in this book are presented in the order listed above, such listing does not imply that this order is necessary when a Top plays with his bottom or even that these techniques would be combined in one scene. Obviously, after appropriate negotiations, the Top’s preference determines the *extent* and the *order* of play.

Emotional Concepts

For many Tops and bottoms, *fire play* is about producing an altered mental state; *fire* is only the vehicle. The Top is responsible for pacing the play to obtain the desired result. That is, there must be a slow build-up that leads to a first peak, a backing off before a second build-up, another backing off, etc.

Fire play lends itself to this kind of controlled scene because experienced Tops find that it is relatively easy to “read” the bottom’s responses. Not only can the Top monitor the bottom’s facial expressions, the Top can watch the tensing of stomach muscles, the clenching of hands and listen to the depth and speed of the bottom’s breathing. Taken together, the skilled Top should be able to read the bottom’s emotional state and guide that bottom’s emotional experience.

This brings us to the conclusion of the scene and to *aftercare*. “Aftercare” is that wonderful time when the Top may connect with the bottom through touch and soft words. It’s important to have a blanket handy so you can cover the bottom once the scene ends. This is because bottoms who went into “sub space” during the scene often report feeling cold afterwards. Once the scene ends, if the bottom feels cold, the Top might want to cover the bottom in the blanket and provide hugs and cuddles until the bottom signals that s/he is back “down” and ready to get up. Ten to twenty minutes would not be unusual. There may be instances when the Top also needs aftercare.

Fire Play Concepts

There are three elements in fire play: the length of time that certain types of fire are applied to the body, the intensity of the heat being applied and the physical area of the application.

The Top who learns to control these three elements can produce a variety of sensations for the bottom. The Top learns how to control these three elements in order to control the safety of the play and the bottom's responses.

1. Time
2. Intensity of Heat
3. Area (of application)

Time

The body does not realize the **extent** of a simulated burn, only that an area is being heated and pain is a result. It is not necessary to leave a heat source on the body for a long time. As heat is being applied to the body, the body frequently reacts by releasing endorphins (discussed in the next section) and the bottom begins to react.

KEY RULE 1: One needs only to apply a heat source for a very brief moment.

Heat Intensity

Heat intensity levels vary and can be adjusted to match the bottom's pain tolerance. By varying heat intensity levels, you can produce a scene that is warm and fuzzy or you can send a bottom to an endorphin high.

KEY RULE 2: The hotter the heat source, the shorter the time that heat may be applied to the body. Breaking this rule will result in an injury ranging from a mild burn to a more serious burn.

Area

The surface area of skin being played differs between fire play categories. For the bottom, the duration of the sensation felt from the heat (known as the "after-effect") is directly related to the size of the area. Imagine touching a hot pan for a moment with your fingertips versus your entire palm.

KEY RULE 3: The hotter the heat source, the smaller the area that heat may be applied to the body. Breaking this rule will result in an injury ranging from a mild burn to a more serious burn.

Safety Concepts

All fire play is to be taken seriously.

The Dry Body: Skin with massage oil or body lotion on it will react differently than clean, non-oiled skin. The oil or lotion presents a safety risk because it may intensify the heat in ways that are impossible to anticipate. If your bottom has recently used body lotion, you must wash the skin before play – perhaps the easiest way to ensure that all the oil/lotion is off is to require your bottom to take a fresh shower.

Bondage and Dry-Body Fire Play

Bondage is NOT recommended for dry-body fire play. Dry-body techniques are the edgiest forms of fire play. In the hands of an untrained practitioner, this form of fire play presents the possibility of injury. If the carpet, drop-cloths or covers catch fire, it may be difficult to extract the bottom.

This is the reason that many Tops do not use bondage in this particular form of fire play. In contrast, bondage is seen frequently when combined with “oiled-body” fire play such as wax play and cupping.

Escape Routes

Again, when performed by an untrained Top, dry-body techniques may present a risk of injury. As such, it is prudent to designate an escape route that is understood by the bottom. Having an exit plan means that you probably will not run into your equipment table (see: “Your Equipment Table” in the section, below, dealing with three circles of safety) -- or other obstacles -- upon a hasty departure from the play area.

Hint: The acronym **TIA** may help you remember that *time, intensity and area* are the three elements of fire play.

Focus is Essential

Remember: when playing with fire, *everything can go wrong*. The Top is not only playing with the bottom, he is playing with a process that is sometimes unpredictable. Fire may get away from the Top and injure the bottom (or the Top) or destroy surrounding property.

Fire Always Burns Up.

As simple as it may sound, it is important for the Top to remember that *fire always burns up*.

Many injuries occurring to the Top result from the Top leaning over to ignite a substance and getting caught in a sudden burst of flame.

To avoid any chance of self-immolation, develop a safety-conscious play style that keeps your head well away from the part of the bottom's body that is being subjected to fire play.

Three Circles of Safety

We recommend you use the concept of the *three circles of safety* to ensure a safe scene. The *circles of safety* are the physical areas in which you will be playing. Each play environment has its own safety issues and concerns. (They are called “circles” because it implies that you are checking the 360° area surrounding you and the play area.)

The first *circle of safety* encompasses *your own personal safety* – specifically, your hair and your clothing.

Hair

If you have long hair, tie it back. Even if tied back, if you have fluffy hair or a ponytail, dampen your hair with water. Hairspray is an independent hazard.

Clothing

Different types of clothing present different challenges. For example, while a fireman's suit may be the least combustible, it also may be the least suitable for a dungeon fire play scene (note: “dungeon” is the term used to mean a public or private area intended for BDSM play).

The issue, here, is the combustibility of the material. Thus, when thinking about “material combustibility,” leather or bare skin is better than cloth; 100% cotton is better than a polyester blend. A tank-top shirt is better than a short sleeved shirt, but a short-sleeved shirt is better than a long-sleeved shirt. A long-sleeved shirt is better than a flowing robe.

You get the idea.



Note: The flame line is a full 12 inches or more above the bottom's body.

Many experienced Tops may perform the scene without wearing a shirt, wearing clothing made of leather, denim or 100% cotton.

The issue is that the Top be dressed in such a way that s/he doesn't add to the fire risk by virtue of their clothing. By extension, then, experienced Tops avoid polyester clothing when doing fire play.

If you are wearing a long-sleeved shirt, you may wish to roll it up and secure it with a rubber band. It is important that shirt sleeves can't fall down in the middle of a fire play scene.

Be particularly careful of clothing that is advertised as fire retardant: it may have at one time been soaked in a chemical that will still burn, although slowly. Fire *retardant* doesn't mean *fireproof* and over time with many washings the retardant may have been greatly diminished.

The second *circle of safety* focuses on the bottom.

Emotional Land Mines

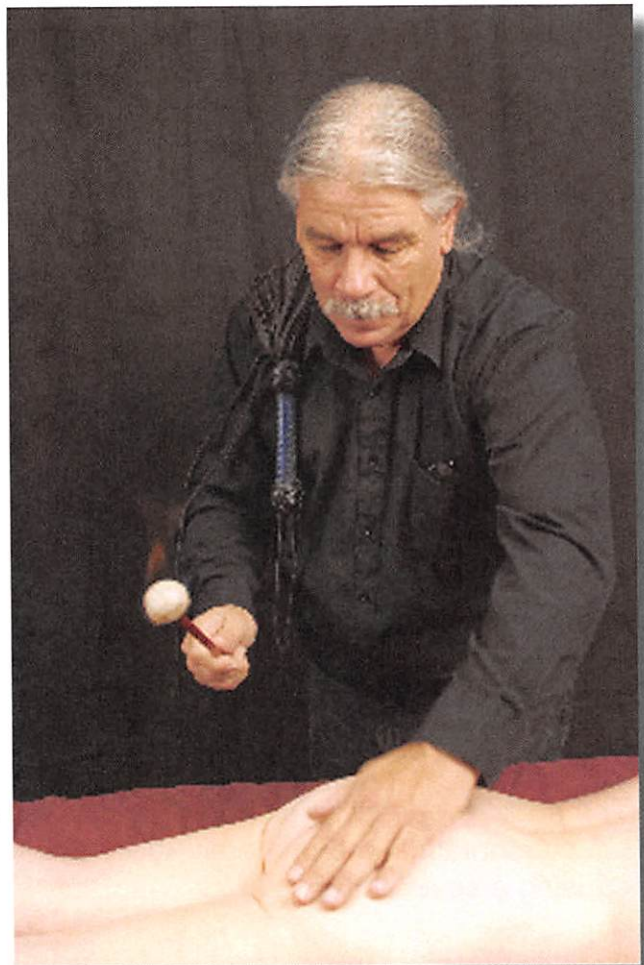
Everyone has a natural fear of fire. Negotiating scene details with your bottom helps to lower that fear. A bottom may have had life-experiences with fire that you, as the Top, need to know about prior to the scene.

Body Types

Conduct a cursory examination of the bottom's body structure. Individuals who are heavier often have skin folds that will trap alcohol and cause an unintentional eruption of flame when a fire wand is passed nearby. This can easily result in a burn as the flame is burning within the fold of skin and out of the Top's view.

Clean Body

Be sure the Bottom has washed off any heavy body oil or body creams; an open flame applied directly to an oiled body may result in serious burns.



David Walker during a fire scene. His long hair is tied back; he is wearing a 100% cotton shirt and denim jeans. Note: he is holding the fire baton at a slight outward angle. This keeps the fire away from his body and head.

Hair on Head

If you have long hair, tie it back. Even if tied back, if you have fluffy hair or a ponytail, dampen your hair with water. If the bottom has long hair, it must be dampened and gathered out of the way. **Never leave hair gathered around the bottom's neck to avoid the possibility of singed hair.**

Other Body Hair

If the bottom has leg, chest or pubic hair, you either must shave it all off or negotiate whether or not it will be burned off. Even on a woman, lots of very fine chest hair may be burned when the fire wands are used.

The third *circle of safety* concerns the physical play area.

IMPORTANT NOTE: If you are using a “second” as an assistant or as a safety monitor (discussed in the last paragraph of this section: “The Use of a ‘Second’ for Backup”) then the items in this section need to be reviewed with that person before starting the scene. Consider this a “pre-flight” checklist. Don’t leave this analysis to chance.

The Table

The table or raised play surface is a good place to start this discussion. When you are considering your physical play environment, examine your table and mentally move outward from there, checking “environmental conditions” as you go.

Full fire play scenes should always be conducted on a raised surface. **We do not recommend doing fire play on the floor.** When fire play is conducted on the floor, your response time to an accident is inhibited because you have to get up. The time it takes you to get up off the floor can be critical in terms of “emergency response time.” Thus, fire play scenes should be conducted on a raised surface such as a table or bed and the area should be clear of obstructions.

Many substantial tables can be used for fire play. Sturdy dining room tables can be handy.

The surface of the table should be covered with a 100% cotton sheet -- 60/40 polyester sheets contain fibers that melt. When polyester blends melt, they can attach to the skin causing a severe burn.

If you intend to do many fire play scenes throughout the year, a commercial massage table would be a good purchase. The massage table should also be covered with the least flammable covering possible. In that regard, throwing down a “leather sheet” would be ideal; using a 100% cotton sheet will probably be more accessible and will be adequate. Do NOT use a polyester sheet. Typically, massage tables are covered in a synthetic leather made out of plastic. If enough alcohol drips on to the surface and is ignited, it has the capacity to burn, melt and bond onto flesh.

Speaking of massage tables, it's also important to make sure that all the legs are secured correctly. If you are setting up a massage table as it is lying on the floor and you are then flipping it over, the act of flipping it over tends to dislodge the securing pins on some models. It is wise to double-check all securing pins on the table legs.

Your Immediate Play Space

Be a careful observer. Look at the floor. Is it concrete, tile or carpet? How close is the play table to the wall? Is the table placed in such a way that there is an adequate escape route for the bottom? Is the table placed close to curtains or other flammable material? Make corrective adjustments.

Your Equipment Table

Typically, Tops set up a table on which they can lay out all their equipment. It's important that this table be within easy reach of the play area and not obstruct any exit path. That is, the table must be placed in such a way that neither the Top nor the bottom will run into it if they have to leave the area in a hurry.

Items spread out on this side table vary depending upon the scene, but safety equipment, such as bowls of water and wet towels, fire extinguishers and telephones should be placed within easy reach as well.

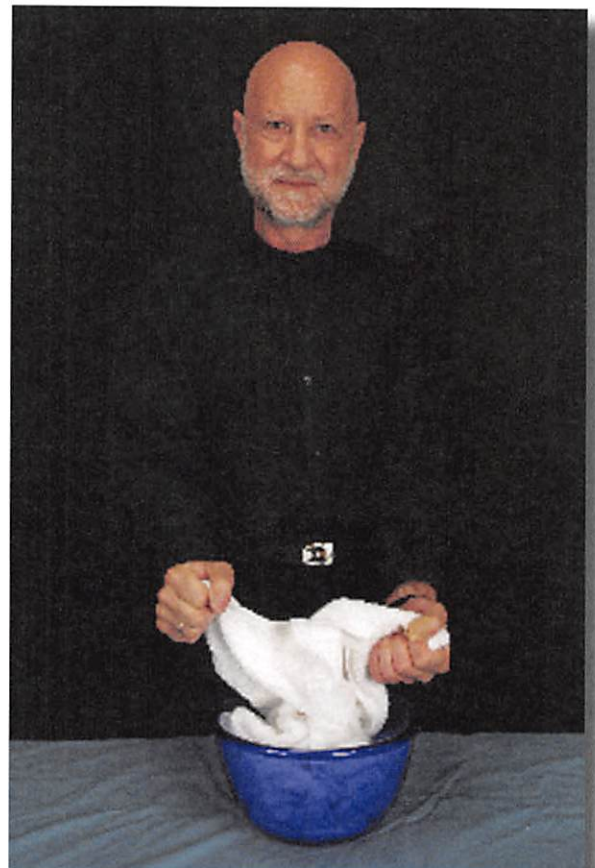
Be sure that your equipment table is sturdy. Nobody needs the distraction of having their equipment table tip over if bumped during a fire scene.



Fire Play Table: Propane Tank and Jorgensen™ Clamp, Fire Baton, Alcohol and Container, Fire Glove, Flash Cotton, Fire Extinguisher and Water Bowl with Towel

Wet Towels

It is important to have a bucket or bowl partially filled with water and two damp or wet towels. One of the towels should be a hand towel, the other a larger bath towel. (Note: while some would say that throwing a cold, wet towel on a bottom is in itself a form of play (torture), if there is fire burning near or on your bottom, it is simply *necessary*. Oh, and you're not allowed to test the bottom beforehand with the wet towel – unless you've negotiated it!)



Robert demonstrates how to drape a towel into a bowl of water. Let the water slowly absorb into the towel as you fold the towel into the bowl. This technique allows the towel to be removed from the bowl quickly and easily.

Fire Extinguishers

In addition to wet towels, the Top also has several fire extinguishers strategically placed in the room. One will be close at hand or on the equipment table. Some Tops also place extinguishers next to each of the room's access doorways so that anyone coming into or out of the playroom has immediate access to an extinguisher.

Never use a CO₂ extinguisher on a naked body: its discharge is so cold that you are likely to cause a freeze burn.

Dry chemical fire extinguishers are safe for use either on a body or on the surrounding environment – with an important caveat: The chemicals in these kinds of extinguishers must be kept away from face and eyes. If the chemicals get into the bottom's eyes, your problems have just escalated.

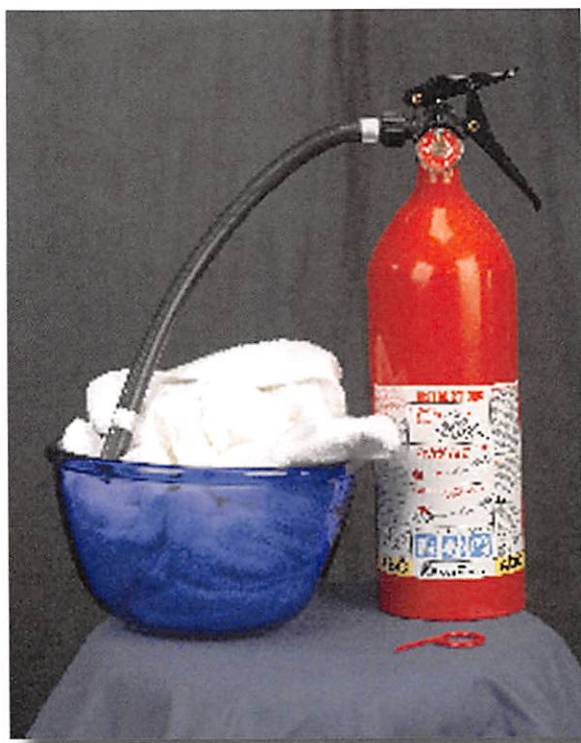
Before you begin the scene, be sure to discuss this point with your second and with your bottom. Suggestions like “the bottom should, when instructed, put the arms over the face and eyes while the Top and second work on controlling the situation.”

Immediate Fire Control

As a practical matter, a decision whether to use the towel first or the fire extinguisher first depends upon the severity of the incident. For example, if a little burning alcohol gets away from you, the wet towel is usually effective.

On the other hand, if the house curtains have somehow managed to ignite, without hesitation grab the extinguisher.

The rule is: in the event of an incident, if at all possible, avoid using a fire extinguisher on a bottom. The wet towels and water are generally used for people; fire extinguishers are generally used for property. (Yes, we know that your slave is your property, but you get the idea.)



Use the fire extinguisher on property; use the wet towel on the person.

The Use of a “Second” for Backup

It is very helpful to have an experienced person act as your “second” in fire play. In case of an incident, the second is responsible for controlling an out-of-control fire while you are responsible for removing the bottom from the scene. Thus, while the second person is working with the fire extinguishers, you’re working with the towels and the escape route.

Cell Phones

You may find yourself playing in a room that does not have it's own phone. If so, as a general practice you should place your cell phone where it can easily be activated either by you, your bottom or your backup.

Pain Management Concepts

In the BDSM world, many people play with pain. Some people call it “intense sensation” and others label it “pain” -- but regardless of what label they use, it is often a major component in BDSM scenes.

Fire play, in its various forms, enables the Top to administer different *kinds* of pain and different *intensities* of pain. The Top’s mastery of the ability to control the administration of pain is essential if there is to be a successful interaction or scene. The bottom’s ability to process pain also comes into play in scene integration.

Excerpt from Joseph Bean’s article “Pleasure Not Panic -- The Art of Welcoming Pain”

There are endless possible combinations of these pain processing techniques, and countless other methods as well, but the idea is to process the sensation intentionally, engaging your attention. When you do that, you collect a kind of sensual dividend on the processed energy. The very act of attending to (or even attempting) the processing of sensation has soothing effects on the mind, and quiets fearful voices in the head. It encourages good habits of breathing and centered presence, drawing you into the scene, opening you to its possibilities rather than letting you stew on its likely side effects.

Perhaps the most significant aspect of pain processing, apart from its involvement in the spiritual aspect of leathersex, is that it gives the bottom the freedom to become a fully contributing partner

in the scene. A person whose only concern is bearing the pain, or thinking of when and how to stop it, is not cooperating. He or she is just wearing down a Top. The same bottoms in the same scenes, when they’re engaged in handling the sensations for themselves, get a clearer picture of what is being done to and for them. They have more consciousness free to communicate with the Top, instead of relying on the Top to read the bottom’s mind (although good Tops do seem to be able to do this). A “working” bottom—one who is actively putting the Top’s “work” to joyful use—has liberty where he or she imagined limits, permitting a longer, more intense, and more satisfying scene for both (all?) parties.

(These paragraphs, only slightly changed, appear on pages 115-116 in Joseph Bean’s book *Leathersex: A Guide for the Curious Outsider and the Serious Player* Daedalus Publishing Company: Los Angeles, 1994.)

Chapter Two: Basic Burn First Aid

First Response

First responders must stay calm. Serious second and third degree burns can often appear worse than they are but with proper care heal well.

Remember that burn victims are often agitated, in panic mode, and in shock. Calmness on the part of first responders communicates a lot to the victim and helps stabilize the situation. Remain composed. This can influence the one in your care.

Burn recognition plays an important part in administering first aid. Burns will vary according to the degree (severity) of the burn.

The first aid that you administer -- and your subsequent course of action -- is dictated by the severity of the burn. These are the things you must immediately consider as you assess the situation.

- What was the heat source (direct flame, electric, chemical, other)
- The temperature of the heat source at the time of the burn
- The length of time exposed to the heat source
- The burn location and extent
- The severity of the burn
- The bottom's age
- Any prior medical conditions the bottom may have

Recognizing the Severity of a Burn

First-Degree Burns

These are often called superficial or thin burns. Only the top layer of skin is affected. The skin may redden and become dry. This type of burn can be very painful and swelling may occur. Sunburn is an example of a superficial burn. It requires very little first aid and does not result in permanent damage. Like sunburn, the skin may peel away within a day or two.

Second-Degree Burns

Second-degree burns are referred to as partial-thickness or deep partial-thickness burns. Lower layers of the skin and tissue have become burned. These can quickly develop blisters. Needless to say, these are painful as well.

Third-Degree Burns

Third-degree burns are full-thickness burns. They cause damage to all the layers of skin and may look brown and/or charred. Because of nerve damage, these burns present little or no pain. NOTE: most burn victims present with a mixture of first, second and third degree burns.

The Five-Step Response: Immediate First Aid

Step 1: Immediately cool the burn.

Burns affect the soft tissue of the body and – unless cooled immediately -- may continue to spread after the heat source has been removed. This results in more tissue damage. It is important to cool the burn area with cool (not cold) water. Flowing water works best because it helps to conduct heat away from the burned area. The use of gently flowing, slightly cool tap water is an excellent first aid treatment for burns. If an area cannot be immersed in flowing water, use wet sheets or towels to soak the area.

- Open flame burns should be cooled with water.
- Chemical burns should be cooled with water.
- Electrical burns should not be cooled with water. - Keep these dry and covered with a sterile dressing.

Step 2: Clean around the wound.

Second and third degree burns may cause swelling. Remove any clothing or jewelry that may inhibit swelling. However, never remove clothing that may be attached to the skin.

Special Note For Chemical Burns – Carefully remove any clothing that may have chemicals on it. It is important not to apply anything other than water to a chemical burn. Lay people -- such as us -- simply do not know if the chemical burn would react to anything other than water.

Never put ice, oil, butter or ice water on a burn. This is especially true for large burns. Also, ice or ice water may cause the burn tissue also to suffer frostbite if the contact is prolonged. Butter and oil are not recommended because they act as an insulator, reducing the rate of heat loss from the burned area -- and extracting heat from the burned tissue is the essence of burn emergency care.

Step 3: Cover the burn.

Cover second and third degree burns to prevent infection. Use a sterile, dry dressing and cover lightly. Do not put any pressure on the burn area. Do not use ointments until the burn area is thoroughly cooled. Some ointments can be useful, especially if they are water soluble.

Step 4: Minimize shock.

In severe burns shock may occur. Lay the victim down. Maintain normal body temperature. Call for medical assistance.

Step 5: Call or consult a burn doctor.

This is always a consideration to the BDSM practitioner. One should never hesitate to call 911 or transport an injured person to the hospital in the event of a severe accident. Nonetheless we've seen individuals pack up and leave a party for home and indulge in self care. This is not a prudent practice.

Burn Care

First-Degree Burns: Soak the initial burn in cool water.

After the initial cooling process (in water) you may apply aloe vera cream or antibiotic ointments on the burn area to control infection. Depending on the burn, you may wish to put dry, sterile gauze over the burn to protect it. First degree burns usually heal in 4 to 7 days. Borderline second degree burns can take up to four weeks to completely heal. The bottom should be advised to seek medical attention if discomfort continues the next day or if a first-degree burn covers a large area.

Second-Degree Burns:

Second degree burns can take more than four weeks to completely heal. Home-care means developing a daily routine to care for the burn.

Wash your hands well with soap and water before attending to a burn wound. If possible, first soak the burn area with cool water. Do not break any blisters. Check to see if there is swelling, redness or pus. If there is, or if the redness continues, you must immediately seek medical attention.

If the area seems to be stable, put an antibiotic ointment designated for burns on the area and cover the burn area lightly with a nonstick, sterile dressing. Hold the dressing in place with gauze. Remember skin that is healing often itches; do not touch this area.

Third-Degree Burns: Seek medical attention.

This is beyond your scope of care. These types of burns are serious and should be referred to a medical facility at once.

Chapter Three: Fire Batons

Objective

For the Tops, the usual goal is to have fun while not incinerating your submissive, themselves or their host's dwelling. For the bottom, the usual goal is to enjoy the deep-heat sensation that comes from fire being applied to the skin and quickly removed with the hand. The culmination of fire, fear, touch and massage frequently produces a very intense, erotically charged scene.

While all fire play is considered edgy, the fire batons are probably the most challenging form of fire play. Approach the fire batons and the fire glove techniques with care. Fire batons and the fire glove are true "open-flame" experiences. Again, this form of play requires the Top to be focused and in control of the play environment.

Fire Baton Safety

The Fire Baton: When we initially taught fire baton play, we used two 14" wooden dowels, each of which had a head made of cotton balls wrapped tightly in 100% cotton cheesecloth. After we noticed that the wood at the base of the baton designated as the torch was starting to char, we began making the fire batons out of 3/8" threaded metal stock. This was helpful, but more experimentation with baton design has led us to use and to recommend a much shorter baton with a head at each end. This shorter baton is both easier and safer to use.

One end of the baton is designated the torch -- it is designed to be lit. The opposite end of the baton is designated the swab -- it is used to apply the alcohol or 151 proof rum to the bottom.

NOTE: The torch end is built slightly differently from the swab end.

This is described in Appendix C.



Top Picture: 14" Wooden Fire Batons.
Bottom Picture: 12" Metal Double Head Fire Baton

The “Head to Toe” Positioning

There is a safety issue involved in how you hold your wands and how you work with the bottom. Always hold the fire baton so that the swab end (the unlit end) is closest to the bottom's head. This helps to ensure that the flaming torch never passes over the head of the bottom. When you play the bottom while holding the torch this way, your movement will be directed both away from the bottom's head and away from yourself.



Notice the swab is facing toward the bottom's head.

The torch baton is pointing away from the bottom's head.

This grip safeguards the Top as well. As he plays the bottom, the torch is kept away from his body.

Open Alcohol Containers

When working with alcohol, there are two important safety precautions that concern the containers that hold the alcohol.

The bulk container of alcohol (pint bottles from the drug store) **MUST** be kept on a table away from any open flame -- not between the bottom's legs.

You **MUST** keep the cap screwed tightly on the bottle of alcohol after you have poured the amount you need into an open container.

You **MUST** use a container that will hold enough alcohol to totally soak the baton. Failure to thoroughly soak the baton may result in leaving a dry spot of cheese cloth (covering the cotton balls, inside) that will actually ignite. If the cheese cloth ignites, there is risk that a burning ball of cotton could fall on the bottom.

You **MUST** place this open container of alcohol on a table well away from any open flame -- not between the bottom's legs. Although it is unusual, alcohol fumes can ignite.

You **MUST** place the bucket of water (containing the wet emergency towel) next to the open container of alcohol so it is handy to use for cleaning your fingers after squeezing out excess alcohol from the batons.

Special note: If you also do “cupping,” you **MUST** use a container for your alcohol that is not shaped like one of your “cupping” cups. **This safeguards you from confusing your alcohol container with your fire cups.**

Fire Baton Play Safety Checklist

- Before starting the scene, reconfirm your basic safety.
- Fire extinguishers are fully charged and pins have been pulled.
- You have a bucket/bowl of water and have at least two damp/wet towels.
- You have dampened your hair and the bottom's hair (if necessary). Be cautious if either the Top or the bottom have used hairspray that day.
- You are dressed appropriately (preferably 100% cotton or leather clothing).
- Remember: fire baton play is done with a non-oiled (dry) body.
- Avoid overloading the batons with alcohol that may then drip across the play area. Dip your hand in this water/towel to neutralize your fingers if you use them to squeeze some alcohol out of the batons or in any way touch the batons.
- If you are new to this, or this is intended to be an “advanced” scene, you want to have an experienced DM as backup. As you gain skills, your “backup” may not have to be a trained DM. (See note on the bottom of page 20 explaining a DM.)

Preparing for Play

Rum or Alcohol

Your fuel can be either alcohol or 151 proof rum. Alcohol is cheap (about a dollar per pint) and the rum is pricey. The alcohol burns with a very light blue flame that is sometimes hard to see. The rum, which contains sugar and burns hotter and longer than alcohol, burns with a rich deep orange flame, and is easy to see. Also, the rum leaves a pleasant residue in case you intend to lick your bottom after play.

Alcohol Mixtures

- 90% isopropyl alcohol: It burns too hot and with a flame that is too difficult to see. **DO NOT EVER USE 90% ALCOHOL**
- 70% isopropyl alcohol: most commonly used alcohol mixture for fire batons
- 50% isopropyl alcohol: most commonly used alcohol mixture for fire glove



70% isopropyl alcohol is the most commonly used alcohol mixture. It is shown here in a small open cup for easy access.

Step 1:

To “charge” or soak a wand in alcohol, simply dip the wand head in a small cup of alcohol.



Step 2:

Lightly squeeze the baton head to remove excess alcohol. Be sure to neutralize your hand with the wet towel before proceeding.



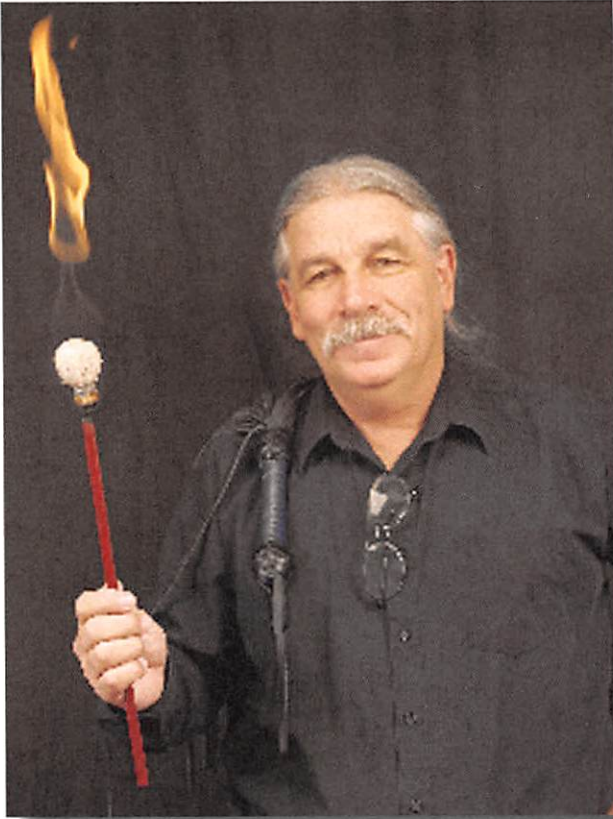
NOTE: “DM” is the shorthand term for a Dungeon Monitor. A Dungeon Monitor is a person who has received special training in a wide range of BDSM activities such that he or she can identify when someone is misusing a technique or acting in an unsafe

way. Often, there are training programs for people to become DMs. Such programs offer CPR and American Red Cross First Aid certification as well as presentations on emotional safety.

How to Use Fire Batons

There are two basic techniques of fire baton play. These are single wand and double wand techniques.

Single Wand Technique:



You can use the torch end of the fire wand to create a tom-tom or ball of fire effect on the body by hitting your bottom with the flaming torch.

The torch end of the fire wand is soaked in alcohol or rum (but not sloppy/drippy) and then lit.

The lit baton is used to tap the bottom's body.

Note:

You want to maintain a wet baton (not so dry that it burns the cloth or so soaked that it drips alcohol.)

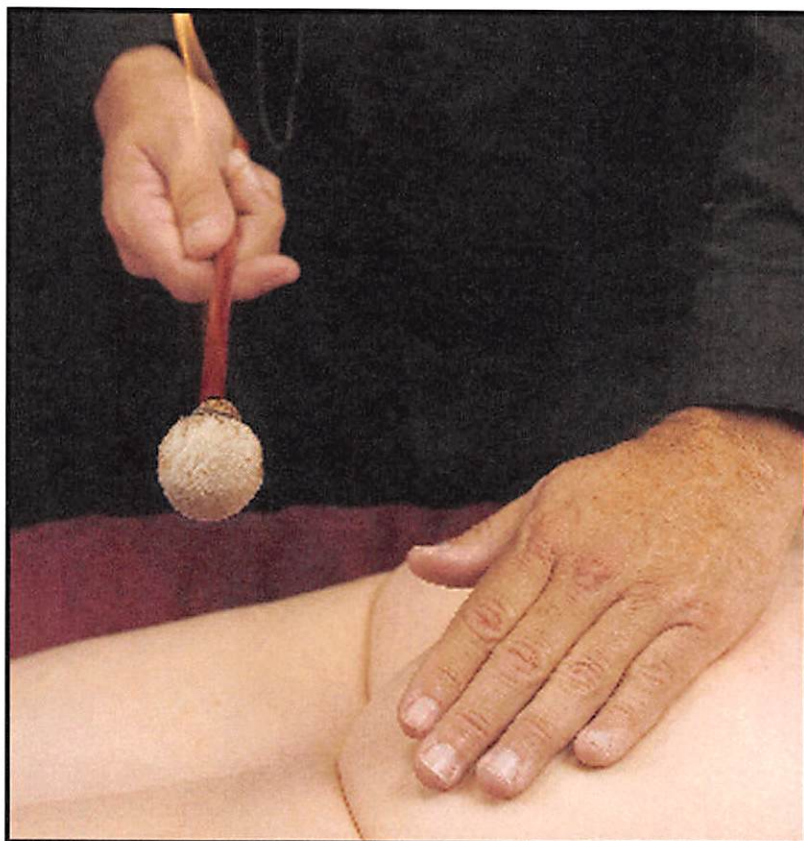
A properly charged or soaked baton should create a nice full ball of flame.



The idea is to strike with enough force to leave a small puddle of burning alcohol/rum.

Be prepared quickly to wipe the puddled flame off the bottom's body with your free hand.

This creates a flaming impact toy called the tom-tom or single wand play.



Fire Spanking

A variation would be to tom the bottom's buttocks and then deliver a sharp smack with the palm of your free hand to put out the residual flame.

Voila: you now have fire spankings.

(Note: Obviously, lazy Tops will soon realize that it no longer matters whether the baton is lit or not, since your bottom can't see it.)

Working with Partners

Single wand fire play is ideal for working with a second or third partner. In this example, a partner uses the lighted wand to lay down the patch of fire while the other uses the flogger to put the flame out. This takes a bit of practice as the two partners have to work closely together. This technique adds the element of pacing and speed to the experience.

Single Wand Variations: (Hand Held Flogger)

Another technique involves using the lighted torch-end of the single tom to lay down a small puddle of fire.



Then put it out with the flogger that you have resting over your shoulder.

Note : This is not considered fire flogging but a variation of "single torch play" and produces another sensation for the bottom.



Double Wand Technique

In double wandling, both the torch and swab ends of the fire wand are soaked (but not sloppy; no dripping) in alcohol or rum. The swab is then used to create lines or designs of alcohol on the bottom. The torch is used to apply the flame to the alcohol lines drawn by the swab.

Double Wand Play

There are two types of Double Wands you may choose to use.

Double Head Wand: This is the easier of the two techniques. The fire player only works with one wand and learns to manipulate the swab and torch ends with a flip of the wrist. We recommend starting with this.

Two Wands: The fire player uses two separate wands. This style of play is more challenging for the fire player. The fire player must learn to grip both wands in a manner that provides safety for the bottom and him/herself.



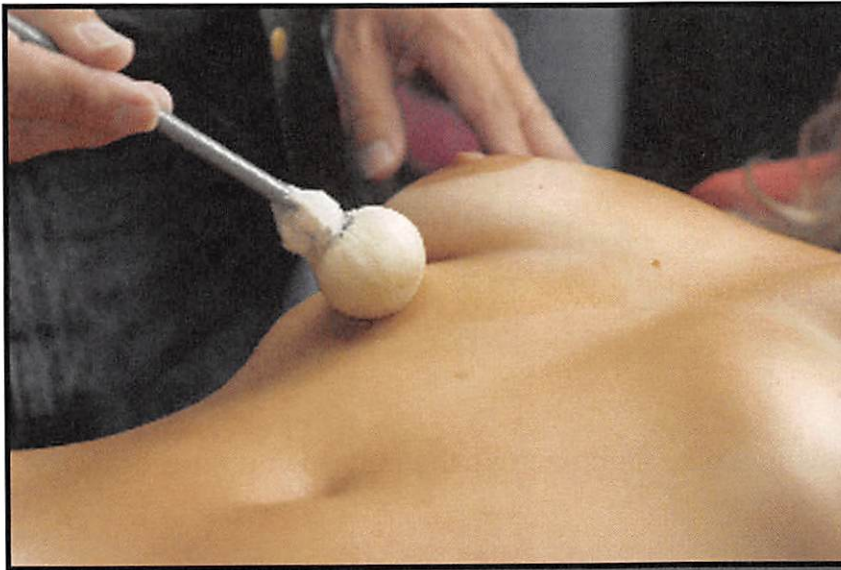
Two Batons - Note difference in the grip of the two batons.



Double Head Fire Baton.

The Application

The application of flame is a pattern motion that does not change. The motion is: Swab, Ignite and Swipe. Repeat this motion across the body, applying flame where desired.



Swab

- Swab: place the alcohol or rum on the bottom's skin in a smooth motion -- no dripping/errant alcohol/rum.



Ignite

- Apply flame to the damp alcohol/rum run on the body. Simply tap one end of the alcohol/rum run.
- That will be enough to ignite the alcohol/rum area.



Alcohol/rum Runner

Note: The runner will ignite leaving a blue flame across the pattern you have drawn.



Swipe

- Use the free (dry) hand to 'douse' the flames in one smooth motion.
- Be sure not to allow your hand to accumulate spent alcohol/rum or you will have difficulty dousing the flames -- in fact, you may end up spreading them.

CAUTIONARY NOTE: - Applying flame repeatedly over the same area will make the newer sensations feel MUCH HOTTER to the bottom.

How to Use a Fire Glove

A “fire glove” is really a Kevlar™ oven mitten that can be purchased at large drug stores.

The glove can be used as you would use fire batons; soak a finger or two with alcohol and light it. Treat the fire glove as though it were a fire torch.

Again, you must not soak the glove with so much alcohol that it drips across the scene (or across the bottom).



Remember: neutralize your free hand in the water bowl after squeezing out the excess alcohol in the glove.

The fire glove provides a way to play with the bottom in a more intimate and erotic fashion. You can do more with your hand than with a fire baton.

Use the fire glove to deliver a hot massage to the bottom's breast or groin areas. (Remember the body area should be shaved before applying open flame to it.) Repeatedly pass over sensitive areas to increase the heat sensation.

As a variation, you may also deliver playful slaps with the flaming glove to create a spanking or slapping style of play.

Holding the flaming glove above the bottom, allow the glove to overheat in your hand, blow out the flame and grab the genital area for a sudden burst of heat to the bottom's erogenous zone.

Fire Glove Safety Checklist:

- Before starting the scene, reconfirm your basic safety precautions.
- Fire extinguishers are fully charged and pins have been pulled.
- You have a bucket/bowl of water and have at least two damp/wet towels.
- You have dampened your hair and the bottom's hair (if appropriate).
- You are dressed appropriately (no long-sleeves and 100% cotton or leather clothing).
- If you are new to this or this is intended to be an "advanced" scene, you have an experienced DM (Dungeon Monitor) as backup. As previously mentioned, as you grow in experience, the backup may not have to be a DM.
- Remember: fire glove play is done with a non-oiled (dry) body.
- Dip a finger or two into the open alcohol container; don't oversoak the glove. Hold the glove over the water bucket. If you use your non-gloved hand to squeeze some of the alcohol from the glove, dip that non-gloved hand in the water/towel to neutralize your fingers before igniting the glove!

Chapter Four: Devil's Fire

Why do Devil's Fire?

Devil's Fire is one of the most effective ways to excite the body's endorphin system through fire play.

The technique involves touching teaser pins (dissecting needles) heated to a yellow-white hot color to the bottom's skin causing the body to react by releasing endorphins. It is this endorphin-release that is being sought. Therefore you need a heat source and the pins themselves.

Heat Sources

Open-flame heat sources must be kept away from other flammable substances (your alcohol and flash cotton come to mind). Heat sources can include sterno cans, Brulé Torches or even propane torches.

If you elect to use a propane tank, you have to devise a method of stabilizing the tank from falling over. Double-handled wooden furniture clamps (JorgensenTM Style J Hand-screw Clamps) will help to make it stable.

Teaser Pins

Where to Obtain: Teaser pins can be purchased at all scientific supply houses. They cost about \$.30 each. Use the kind with wooden handles. Don't use dental picks. For website references, see Appendix C -- "Resources" -- at the end of book.



Heat Source and Teaser Pin

How to Use Devil's Fire

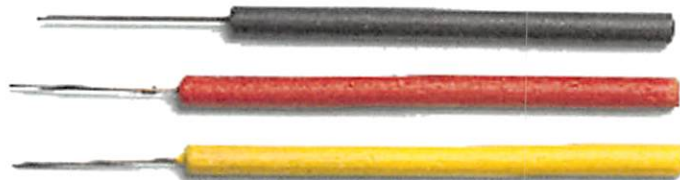
Devil's fire is a simple form of fire play that uses needles and a heat source. It is an uncomplicated technique that often produces dramatic results. As the heated needles are touched lightly to the body, the nervous system usually interprets this as a severe burn.

When the body senses pain, there may be an endorphin release. This is the state called such things as "flying," "endorphin high," "the forever place" or "sub-space." By varying the time between needle-touches on the body, the Top can learn to control the bottom's endorphin high.

For some bottoms, as few as three or four quick touches can result in the rush of endorphins and a flying sensation. After the "flying" state is reached, repeating a touch and a short pause can cause a drifting sensation.

Using Teasing Needles

Wood-handled dissecting needles – actually called "teaser needles" -- are commonly found in stores selling school science equipment. These needles are excellent because they have very sharp points.



This enables the needles to be heated to a white glow and then the tip touched to the body without causing a serious burn. (Actually, what it causes is an extremely small third-degree burn.)

Because they have metal handles that conduct heat, and you are likely to find them too hot to hold, metal-handled dental picks are not often used in this form of play.

If you should choose to use them, dental picks, available in a number of interesting needle-point shapes (curved and angled; single ended and double-ended), can often be found in tool stores – and in huge diversity on eBay®.

Working with Heat Sources

Cans of Sterno™ are frequently used as a heat source because they are both easy to transport and easy to use, (NOTE: be sure to put a plate under the Sterno™ when in use, as the can gets quite hot.)

On the negative side, Sterno™ does not produce a very hot flame, so it takes a bit longer than other methods to heat needles to the proper temperature.

Another option is to use a Brulé torch (found in most chef's supply shops). This operates off of butane gas and provides a small, intense high-heat flame.

This offers a handy heat source that can be turned on and off easily as you work with the bottom. This feature may appeal to people who don't want a constant open-flame source (such as a propane tank) burning during the scene.

A third option for a heat source involves using a full-size propane torch that is anchored with a large Jorgensen™ furniture clamp to ensure its stability on the side table.

In addition to providing a nearly instant red-hot tip for your pins, the four-inch flame makes a nice "roaring" sound that is pleasantly unnerving for the bottom.



When using this heat source, be sure that the flame is pointing away from yourself as you approach the flaming torch on the side-table next to the bottom's body. You don't want the flame pointing toward you as you turn to heat the needles.

A common question is how hot is "hot". A pin can be overheated. We use a color chart to determine the heat intensity of a pin.

Needle Color and Temperature

White is hottest; yellow is in-between; red is coolest. To learn what this means, you must try them on yourself (next section).

Remember, the hotter the needle the shorter time it can be applied to the bottom. For practical purposes, don't try to heat the needles above the yellow-white brilliance.

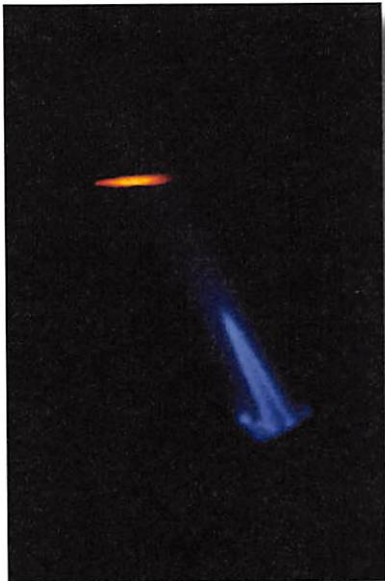
Temperature Judged by Color Ranges

Color	Degrees-Fahrenheit
Red heat, visible in the dark	752
Red heat, visible in the twilight	885
Red heat, visible in the daylight	975
Red heat, visible in the sunlight	1077
Dark red	1292
Dull cherry-red	1472
Cherry-red	1652
Bright cherry-red	1832
Orange-red	2012
Orange-yellow	2192
Yellow-white	2372
White welding heat	2552 – some needles may begin to melt
Brilliant white	2732 – most needles will melt
Dazzling white (Bluish-white)	2912 -- unusable

Safety Reminder

Remember that the needles are HOT for a while. Be careful to put them down on a non-flammable surface such as a plate.

Here, you can see the needle starting to heat up. This is termed "cherry red." It is not quite hot enough to use.



As the tip of the needle continues to be heated, you can clearly see that the area just behind the tip is hotter than the tip, itself. You're almost hot enough to use this needle.

Perfect: The first inch or so of the teaser needle is now a bright yellow-white. You will find that by the time you have moved from the torch to the bottom's body, the needle will have cooled enough to be used for 8-10 light touches -- sometimes even a few more.



How Hot do you Heat the Needles?

The answer depends upon the pain tolerance of the bottom. People are different. Start with orange-yellow and move up or down the color scale from there.

Pre-testing

Before you touch someone with a hot needle, you **MUST** first apply the hot needles to yourself. Pre-testing on **YOURSELF** helps you to gauge how long to touch the bottom and how much pressure to apply. You should heat the needle to three or four "colors" and touch yourself for short, medium and long periods. "Short" can mean as long as it takes you to say the word "one."

How Long do you Touch the Needle to Skin?

Remember TIA: Time, Intensity and Area.

Area is limited by the size of the point of the needle.

Intensity is read by the color of the needle and by the pressure applied by the Top to the bottom's skin.

Time is very brief: one technique is to practice saying "One Thousand" as you touch the heated needle down and up.

If you are learning to apply the needles by saying "one-thousand" to represent a "down and up" cycle, the needle should be applied to the bottom for the duration of the word "one."

As you gain proficiency, you can play both with timing and pressure. For example, another "needle touching" style is to make a very rapid series of very light touches with a very hot needle.

These pins cool down very rapidly. As a practical matter, you will need to learn to start out making contacts of shorter duration and gradually touch the needles for longer duration as they cool.

This extends the play time by making use of the heat still in the needle. Within four or five seconds, these needles will have cooled and have changed color from white to orange to red to black.

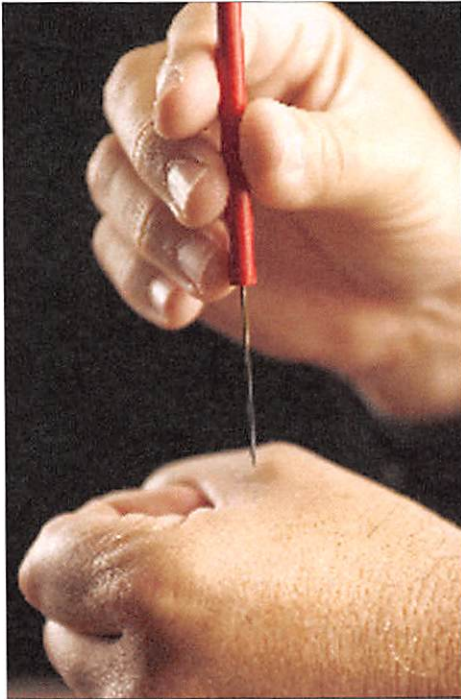


Note: Flame is turned away from the body

How to hold your hand

To the extent possible, hold the pin perpendicular to the bottom's skin.

The objective is to make a clean contact with only the point of the needle. Avoid touching the skin with the side of the needle unless you are intentionally trying to leave a mark or brand.



Pre-testing on YOURSELF helps you to gauge how long to touch the bottom and how hot the needle is.

Devil's Fire Safety Checklist

While Devil's Fire is not applying direct flame to the bottom, there IS an open flame involved – the open flame of the heat source used to heat the teaser needles to a yellow-white color.

Before starting the scene, reconfirm your basic safety precautions:

- Fire extinguishers are easily accessible, fully charged and pins have been pulled.
- Heat source is stable – can't easily be knocked over.
- If the heat source is an open flame under pressure (e.g.: a propane torch rather than a can of Sterno™) point flame away from you.

Obtain a non-flammable plate on which to place still-hot teaser needles after use.

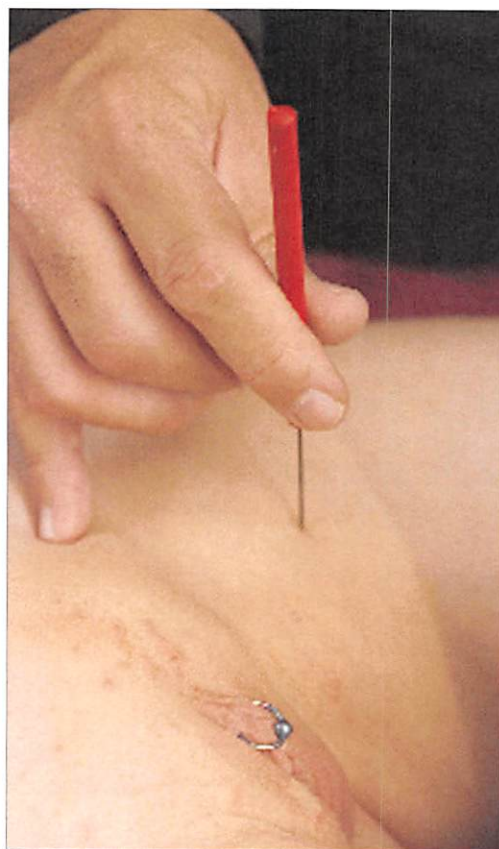
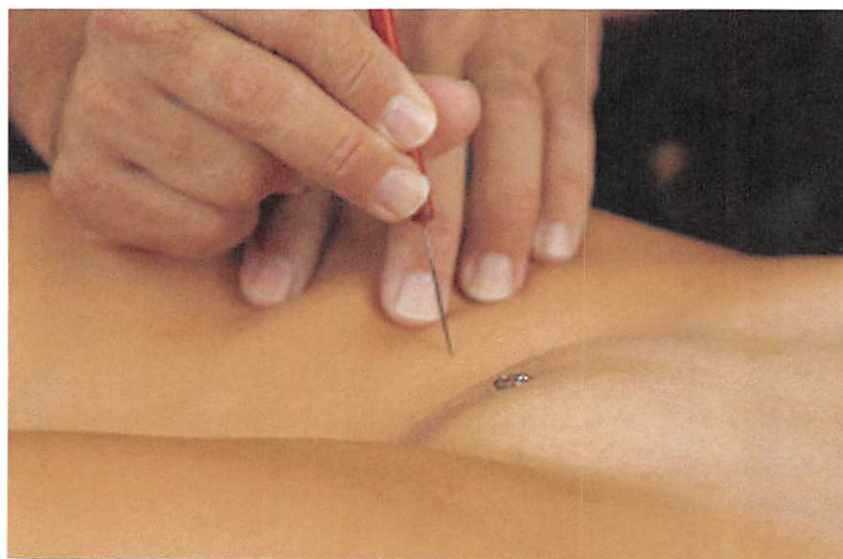
If using Sterno™, place the can on a plate. The Sterno™ cans themselves heat up and they can burn or scorch a table surface.

Devil's Fire play is done with a non-oiled (dry) body.

Devil's Fire needles may be used repeatedly. However, continued use causes the pin and the handle to separate. The needle is simply stuck in to the wooden handle.

You can solve this problem by applying a drop or two of Super Glue™ at the base of the pin or by tool-dipping the handles. (Ask for Tool Dip at your local hardware store.) Tool-dipping the handles has the added benefit of making nice, colorful Devil's Fire needles.

NOTE: You only lightly touch the surface of the bottom's skin with the tip of the needle; you do not puncture the skin with the point.



One technique for holding the needles is to put your pinky finger down on the surface of the bottom's skin to help you control both the needle angle and the pressure of the needle.

Marks and Scars: This is what the Devil's Fire marks will look like the next day. Usually, they will last about a week. As people mark differently, it is not possible to specify how long these marks will last, but they do fade with time.

DO NOT TOUCH THE SIDE OF A PIN TO THE BOTTOM'S BODY UNLESS BRANDING OR SCARRING HAS BEEN PREVIOUSLY NEGOTIATED.



Depending on body type marks fade in 7 to 10 days.

A Word About Endorphins:

Endorphins are natural substances created by the body that reduce pain and create a feeling of well-being and euphoria. This state is often called an "endorphin high." Exercise can produce endorphins, and some athletes become addicted to the opiate-like feelings that a good workout can produce. The same feel-

ings of euphoria and well-being are reported by some submissives during BDSM activities.

This sensation is often called bottom-space, sub-space, flying or an endorphin-high.

(See Appendix A for a medical description of endorphin release.)

Chapter Five: Flash Cotton

Flash Cotton and It's Cousins

Flash cotton, in its various forms, is primarily used in magic shows (and obtained from stores selling magic supplies). When ignited, flash cotton can produce an enormous flame. Bottoms frequently scream when it's ignited, then examine themselves only to find – to their astonishment – that there's not a trace of harm. It's delightful.

Fundamentally, flash cotton, flash paper, flash string, and flash powder are nitrocellulose made to resemble cotton, tissue paper or string. For the sake of this book, only play with flash cotton will be considered.

Flash string and flash cord burn too hot to place on a person's skin.

DO NOT EVER USE FLASH STRING OR FLASH CORD!

Why Use Flash Cotton?

Flash cotton is frequently used to open or close scenes with high drama. If you are starting a scene with flash cotton, it focuses the bottom and lets them know that the scene has really started. If you are closing a scene with flash cotton, it can add a huge adrenalin rush to cap all the previous fire play.

Safety Concerns

Flash cotton produces a very intense burst of flame and heat. The key to doing this safely has a number of key features:

What is Flash Cotton?

Flash cotton is essentially a nitration reaction involving CONCENTRATED sulfuric and nitric acids. Nitrocellulose is the product. The flash cotton will ignite instantly with a brilliant white flame and leave no residue.

Nitrocellulose was used as the “stuffing” that was put into cannons. It looked like cotton balls. When ignited, ka-pow. But of course they used large amounts.

Although initially used in the manufacture of smokeless powder, DuPont's™ nitrocellulose production led to the company's diversification into non-explosive chemicals and finished goods. In the 1830s and 1840s, European chemists discovered that cotton dipped in nitric acid produced an explosive material. However, this early form of nitrocellulose was too unstable to be used safely in explosives production. Scientists later converted nitrocellulose into a stable base for an improved gunpowder known as smokeless powder.

Preparing Flash Cotton

If you order your flash cotton so that it has to be mailed to you, it will arrive as a soggy cube of glop.



You must open it up and dry it out immediately or it will melt into a useless puddle of glop. Flash cotton can only be stored wet for a few weeks. Upon arrival, place the contents of the plastic envelope on a cake-drying rack. It will dry out nicely within a few days and you can return it to its envelope for storage.

If you purchase flash cotton from a magic store, it comes to you as a fairly dense, rectangular wad of dry material (see photo above). You have to prepare it for use. You do this by teasing the material into thin strips of wispy cotton (about an inch wide).

Laying out the Flash Cotton

A Top must be VERY careful when applying flash cotton to a bottom. The package of flash cotton is something like string cheese. That is, when you start to pull some of the flash cotton from the larger bundle, it naturally peels away as a long strand. This strand may have some small knots (called clots) that need to be smoothed out.

The reason they have to be worked out is that you are seeking a thin, filmy, even strip of flash cotton. Once ignited, the clots would burn hotter than the filmy portions of the flash cotton. You're working out the clots in the cotton to provide an even heat.

If the design being laid out has an intersection of lines, DO NOT overlap the cotton. Simply allow the cotton to touch together. No "X", instead "><". Rolled or overlapping flash cotton has been known to cause a minor burn.

Positioning your Bottom

Remember: fire burns up. Doing flash-cotton fire play vertically (with the bottom standing) endangers face and hair. Therefore, most Tops keep the bottom in a horizontal position (either on tummy or on back) so the flame lifts up and away from their skin. Before you ignite this stuff, do one last safety check and make sure that nothing flammable (such as drapes) is near the bottom.



Note: Flash Cotton Layout. A wispy, thin layer will make for a safe and dramatic burst of flames.

**AND DON'T LEAN OVER
THE BOTTOM'S BODY.**



Positioning Yourself

Don't ignite this material when you are gazing lovingly into your bottom's eyes. You're in the wrong place. Be sure you are clear of the bottom's "air space" before you ignite the flash cotton. These flames can easily jump up eight to twelve inches.

How to Use Flash Cotton

There are two techniques used with flash cotton; the heat press and the controlled pattern. These techniques produce quite different effects upon the bottom.

The Heat Press

The heat press has a soothing -- but surprising -- effect on the bottom. In this technique the flash cotton is teased apart into a very, very thin blanket and placed over a wide area of the bottom's body -- either their front or back. In this technique, it is important that the "blanket" covers a large area -- perhaps 1/3 of the overall surface area of the bottom's tummy/chest or back.

The surprise factor created when this blanket of flash cotton ignites can induce a substantial fear reaction. It is common for the bottom to experience an adrenaline rush that excites the body. While a bottom who has previously experienced flash cotton play may not have as strong a reaction as the scream of a "flash cotton virgin," you should still expect an involuntary reaction such as a sudden jump or flinch.

Although the actual ignition of the flash cotton is dramatic and visually exciting, it is the after-effect that is most important. The area that has been played will begin to redden. It will appear as though the bottom has the beginning of a sunburn. This warm-up technique stimulates nerve endings and prepares that body area for more deliberate types of play such as fire batons or flogging. Depending on the bottom, their mental state may be slightly altered as adrenaline and/or endorphins flood their body.

Control Patterns

While the heat press method affects a large body area, the controlled pattern lends itself to working with specific body areas.

It can be used as a playful tool to excite and titillate or configured to produce a painful effect. In this case, you create a number of long "airy" strips of the flash cotton and arrange them on the bottom's body to form a pattern that can range from simple to elegantly complex.

The sensations that are created depend upon the physical layout of the flash cotton on the body. Some areas of the body are more sensitive than others and can be targeted for discomfort or the sensation of pain. Because people have different pain tolerances and different pleasure zones, we cannot tell you how your bottom will react to the application of flash cotton to specific areas. Further, your bottom's reactions depend upon how you have prepared the flash cotton. In this area, experience will be your guide. Remember, using flash cotton in this manner only begins the process of releasing endorphins. It is for this reason that most Tops think of flash cotton as a warm-up toy.

When you design your flash cotton pattern, consider both where you intend lighting it and how the burn pattern will travel. For example, you can create a Y pattern and ignite the bottom of the Y. Or you can create a series of S patterns that wander all over the bottom's body. Clearly, the relatively short "Y" pattern will complete its burn faster than the much longer "S" pattern.

Message: the shape and complexity of the pattern of flash cotton determines how long it will burn. This, in turn, affects the bottom's reaction to the experience.

Now for some detailed notes:

Heat Press: Pull down a full strip of cotton fiber and start teasing it wider and wider. Your goal is a patch of flash cotton that is about four inches wide and the length of the pack of cotton.

Working the front:

Flash cotton can be placed on breasts, chest, tummy, pubis (presuming the bottom is shaved) and legs. Ensure that the flash cotton is not near the bottom's hair or face.

Working the back:

Position the wispy flash cotton on the muscular parts of the back and buttocks, taking care that the flash cotton is not near the bottom's hair.

Ignition Point:

You should ignite the heat press by using a simple flame applied to a fuse of flash cotton.

Make the "fuse" by twisting a short piece of the flash cotton into a little "stem" that can sit up in the air away from the bottom's body. Don't do anything overly fancy, here.

Controlled Pattern:

The flash cotton can be arranged so that it ignites almost all at once or follows a specific design. The pattern of the cotton determines the flow of the heat being applied.

To accomplish this, you will notice from the photos that the flash cotton has been fashioned into long, wispy, ropelike strands.

DO NOT roll the cotton between your thumb and index finger into a solid string.

How to Ignite Flash Cotton

While there are many, many ways to ignite the flash cotton, the most common are fuses. Some opt for the use of a flash ring for a more dramatic effect.



Note: The overlapping ends barely touch. Avoid heavy overlaps at intersecting points.



Note: There is a fuse point jutting up off the bottom's skin. This protects the bottom from a burn.



Note: Fire burns up. This flame was 10 inches off of the body line. **Do not lean over the bottom upon ignition.**

Fuses

- Twist a little of the cotton into a “fuse” that sticks up from the person’s body and light it with a butane fireplace starter device.
- Advantage: the bottom can see what’s coming – particularly as you have to bring the lighted device over to the fuse. This can add drama to the scene.
- Advantage: unlike a stick or paper match that you have to “attend to” after you’ve lit the flash cotton, the butane device goes out immediately and safely. (Do not use a match to light the flash cotton; because the match-tip is hot, you’re likely to look at it rather than look at your bottom after you’ve lit the flash cotton. Distractions can be dangerous.)
- Disadvantage: the bottom now has a good idea when the flash cotton is going to be ignited.

Flash Ring



- Put a “flash ring” on your finger and set it off at some unexpected time. (See Appendix D, Resources, for a source of supply.)
- Advantage: you can ignite the flash cotton at any point – you no longer need a little “fuse.”
- Advantage: because the bottom doesn’t see what you’re using as the “igniter,” the bottom is caught completely off-guard. MUCH higher surprise factor.
- Disadvantage: As with all magician’s tools, flash rings take practice. The principal issue concerns developing the ability to get the flint to produce a spark strong enough to ignite the flash cotton. Not a big problem, but practice is required.

Controlled Pattern

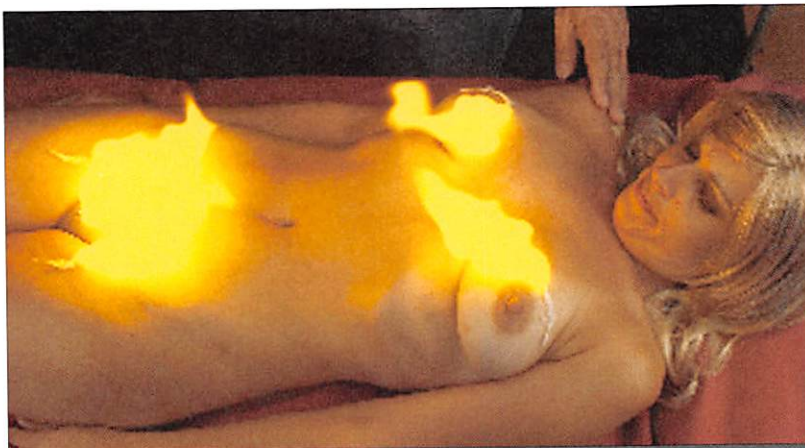
The flash cotton is arranged so that it ignites almost all at once or follows a specific design. The pattern of the cotton determines the flow of the heat being applied.



This is a simple pattern, laid out to stimulate the sensitive parts of the bottom's body.

Note that the ignition point is in the center of the bottom's body.

This creates a "travelling fiery heat" sensation in both directions.



A little goes a long way.

Note the expression of this first-time fire play bottom as the ignited flash cotton nears the end of its run.

Comments in Closing

The material in this book has evolved from years of practical experience with fire play. As we have been teaching this material to apprentices eight times a year for the past few years, we had built up a substantial body of anecdotal material; it's good to be able to write it all down.

We hope that we have been able to present this information to you in a form that is clear, concise and useful. It has been our purpose to provide play techniques and safety concerns exactly as we use them in our own play.

By way of overarching summary, please remember these key points:

- Be sure to apply these fire play techniques to a bottom who does not have massage oil or lotion on his/her body.
- Fire burns up – keep out of the way.
- Apply heat according to the TIA rule: time, intensity and area.
- Before you try this on your own, find an experienced player who can walk you through it.
- Always keep your focus. Distractions cannot be tolerated. Keep monitoring your bottom – keep checking in and ascertaining his/her emotional and physical comfort level with the degree of play – remember, bottoms are intended to be recycled.

Appendix A: Endorphin Release

How These Brain Chemicals Help Tame Stress

By **Melissa C. Stoppler, M.D.**

(<http://stress.about.com/cs/exercise/a/aa072003a.htm>)

Endorphins, chemicals produced in the brain in response to a variety of stimuli, may be nature's cure for high levels of stress.

Discovered in 1975, endorphins are among the brain chemicals known as neurotransmitters, which function in the transmission of signals within the nervous system. At least 20 types of endorphins have been demonstrated in humans, and they may be located in the pituitary gland, other parts of the brain, or distributed throughout the nervous system.

Stress and pain are the two most common factors leading to the release of endorphins. Endorphins interact with the opiate receptors in the brain to reduce our perception of pain, having a similar action to drugs such as morphine and codeine. Unlike drugs, however, activation of the opiate receptors by the body's endorphins does not lead to addiction or dependence.

In addition to decreased feelings of pain, secretion of endorphins leads to feelings of euphoria, modulation of appetite, release of sex hormones, and enhancement of the immune response. With high endorphin levels, we feel less pain and fewer negative effects of stress. Endorphins have been suggested as modulators of the so-called "runner's high" that athletes achieve with prolonged exercise. While the role of endorphins and other compounds as potential triggers of this response has been debated extensively in the literature, it is known that the body does produce endorphins in response to prolonged, continuous exercise.

Endorphin release varies among individuals - meaning that two people who exercise at the same level or suffer the same degree of pain will not necessarily produce similar levels of endorphins. Certain foods, such as chocolate or chili peppers, can also lead to enhanced secretion of endorphins. In the case of chili peppers, the spicier the pepper, the more endorphins are secreted. The release of endorphins upon ingestion of chocolate likely explains the comforting feelings that many people associate with this food and the craving for chocolate in times of stress.

Even if you don't participate in strenuous athletics, you can also try activities that increase your body's endorphin levels. Studies of acupuncture and massage therapy have shown that both these techniques can stimulate endorphin secretion. Sex is also a potent trigger for endorphin release. Finally, the practice of meditation can increase the amount of endorphins released in your body.

Appendix B: Making Fire Batons

Fire Batons

You have to make your own batons.

What you need:

- 3/8" threaded metal stock cut to a comfortable length – about 14"
- bag of 100% cotton balls
- container of 100% cotton cheesecloth
- roll of galvanized wire that is reasonably flexible (16-gauge)
- pair of scissors
- pair of wire cutters (diagonal cutters)



Step By Step Instructions

Step 1:

Cut the cheese cloth into a square – thus the length of the cheese cloth is the same as the height of the roll. It will probably be about 6" square.



Step 2:

Take out six to eight cotton balls and place them in the center of the cheese cloth square.



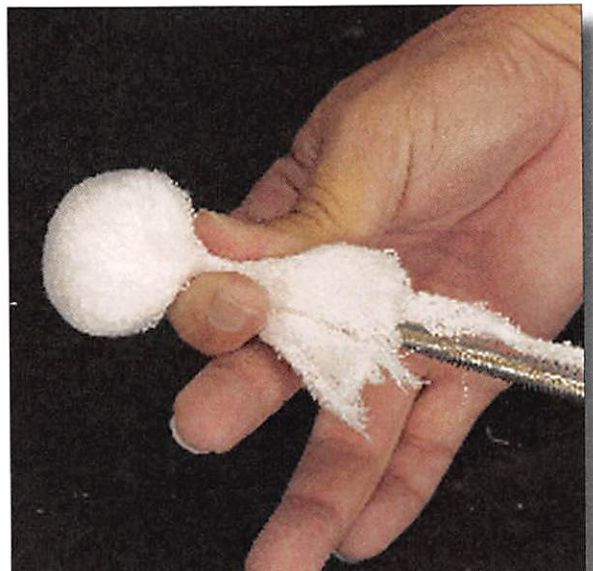
Step 3:

Mash the cotton balls into a tight ball and place the 3/8" threaded rod onto the cotton.



Step 4:

Work all the sides of the cheese cloth around to the rod so it creates a "tom tom" head.



Step 5:

Use the wire to secure the cheese cloth (careful, no cotton here) to the rod.



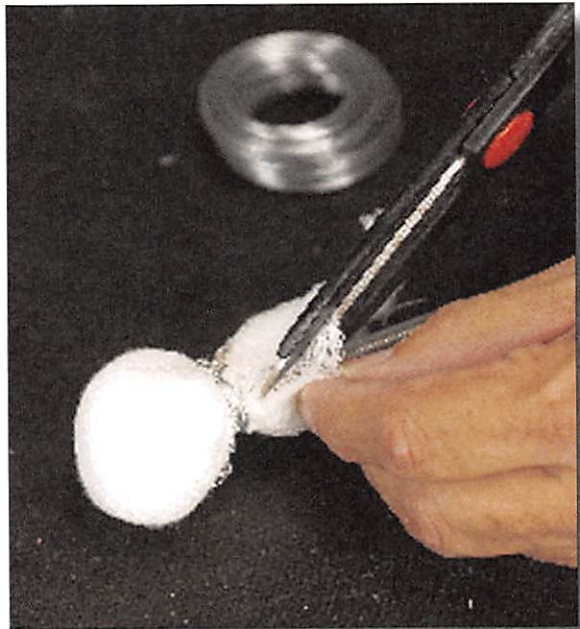
Step 6:

Tighten the wire. The ribbed surface of the threaded dowel adds to the safety of the baton. Finally, crimp the wire slightly.



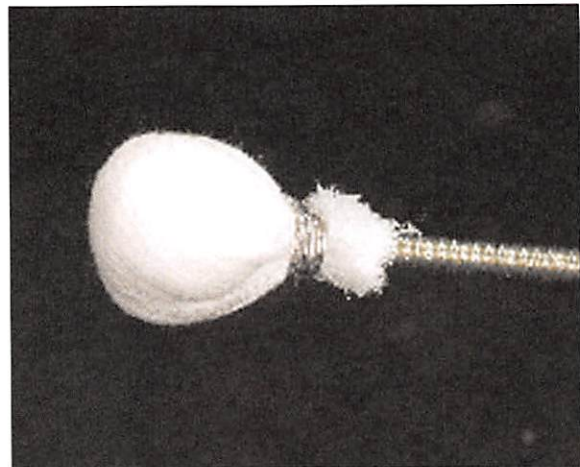
Step 7:

Trim excess cheese cloth.



Step 8:

Finished Product. An optional step – wrap the center of the fire wand with duct tape for ease of holding.



Appendix C: How to Use a Flash Ring

The flash ring is placed on the index finger, the cup facing in towards your palm. Your thumb rests on the steel striker-wheel.

DON'T OVERFILL THE LITTLE CUP WITH FLASH COTTON.

PRACTICE THIS A FEW TIMES BEFORE YOU TRY IT.



Move your thumb downward in such a way as to cause the wheel to move across the small piece of flint that is part of the overall mechanism. This will produce a spark -- just like lighting a cigarette lighter.



If you're successful, the flash cotton will ignite in a burst of flame. If you're not successful, there will be this moment of pause while you try to figure out what went wrong. This usually interrupts the scene. And people may snicker at you. But lessons in humility should always be graciously accepted.



Appendix D: Resources

Items Related to Flash Cotton:

Flash cotton can be purchased at many local magic supply stores. You can get other fire play ideas by visiting magic stores. Fire wands; fire wallets; fire-anywhere devices; colored flash powder; remote triggering devices and on and on and on.

A Google™ search for “flash cotton” produces many results – too many to list.

Our favorite flashy fire play source is: <http://www.theatrefx.com/store/commerce.cgi#pyro>

For “flash rings,” see: http://www.theatrefx.com/moreinfo_mg04_pyroflash_flint_flasher.html

There are many sources for desiccant pouches. Here is one I found from a Google™ search:
<http://www.zorb-it.com/scripts/prodList.asp?idCategory=2>

Items Related to Devil's Fire:

Wood handled teasing needles: <http://www.scienceartandmore.com/browseproducts/Teasing-Needle---Straight-with-wood-handle.HTML>

More of same: <http://www.nebraskascientific.com/store/details.asp?Category=Dissection&Page=4>

More of same: <http://www.wolverinesports.com/dissect1.html>

If readers know of other resources that they would like to see included in future printings of this book, please write to David Walker at djs404@hotmail.com or Robert Rubel at corwin@photosbycorwin.com. When writing, please state “Fire Play Book question” in the subject line.

Appendix E: Scene Equipment Checklist

Basics

- Blanket for covering bottom at end
- Pillow
- Fire extinguisher(s) NOTE: SEE NEXT APPENDIX
- Massage table or equivalent
- Cotton sheet to cover table
- Bath towel, wet
- Smaller towel, wet
- Basin/bucket of water
- Stable side table for equipment

Flash Cotton Group

- Flash cotton
- Method for lighting the cotton

Devil's Fire Group

- Teaser needles
- Non-flammable plate on which to place hot teaser needles
- Heat source
- Method of stabilizing the heat source

Fire Baton Group

- 70% alcohol for batons and fire glove
- 50% alcohol for fire glove (an alternative)
- Fire batons
- Ignition source for batons

Appendix F: Hand Portable Dry Chemical Fire Extinguisher Tips

(and a few other goodies)

By Jay Wiseman, Emergency Care Instructor

Why should I have a fire extinguisher?

A fundamental teaching of fire fighting is: Big fires start out as small fires. The National Fire Prevention Association has estimated that 93% of all fires attacked with an appropriate extinguisher within the first two minutes of when they start are successfully extinguished. Therefore, if you have a proper extinguisher handy, you have an excellent chance of being able to use it to successfully protect lives and property. This is of obvious importance on an everyday basis, however in the event of a disaster or other event that prevents the prompt summoning of the fire department, having your own extinguisher can be much more important. Unfortunately, while almost all private homes have smoke detectors in them nowadays, only about ten percent of private homes have fire extinguishers in them, and probably an even smaller percentage of private cars have fire extinguishers.

OK, so what kind of extinguisher should I get?

That depends upon the kind of fire you might face. If you look at a fire extinguisher, or the box it comes in, you may see some strange-looking letters and numbers. These numbers and letters are actually a guide to what types of fires the extinguisher is intended to be used on and how powerful it is. For example, let's say that a fire extinguisher says 3A:40BC on it. What does this mean?

According to the Underwriter's Laboratory (UL) there are three basic classes of fires: Class A fires are fires involving common, classic flammable materials such as wood, paper, and so forth. Class B fires are fires involving flammable liquids such as oil or gasoline. Class C fires are fires involving fires that are associated with electricity, and thus possibly involve exposure to electrical shock. This includes fires involving computers, fax machines, and so forth. Caution: While I've seen some smaller "novelty" extinguishers, and they may have a limited role to play, I recommend that your main extinguishers be UL rated.

(Note: In addition, there are two other types of fires: Class D fires are fires that involve flaming metal. These are very rare outside of specific industrial situations and special Class D extinguishers are provided for employees to use. Class K fires are fires involving very large amounts of cooking oils or fats. These are usually only found in restaurants and similar establishments, and special Class K extinguishers are provided for employees to use. Because of their rarity and because of the availability of proper training elsewhere, I will not further address Class D and Class K fires in this article.)

OK, back to our 3A:40BC extinguisher. The letters tell us that this extinguisher is intended to be used on all common types of fires: wood/paper, flaming liquids, and electrical fires. Now what about those numbers?

The number in front of the “A” on the extinguisher compares its effectiveness to water when used by someone of average skill. Basically, each number corresponds to the effectiveness of one-and-a-quarter gallons of water. (In other words, five quarts of water.) Thus, a “1A” extinguisher would be equal in effectiveness to one and a quarter gallons of water and a “3A” extinguisher would be equal in effectiveness to four gallons of water.

The number in front of the “B” on the extinguisher tells you how many square feet of flaming liquid it will be likely to extinguish when used by someone of average skill. Thus, a 10B extinguisher is considered likely to extinguish ten square feet of flaming liquid and a 40B extinguisher is considered likely to extinguish 40 square feet of flaming liquid.

Although it may look like it, there is not actually a number in front of the “C” in a 1A:10BC or a 3A:40BC extinguisher. (The number is actually in front of the “B” part.) A “C” rating is simply a yes/no sort of thing. If you see a “C” on an extinguisher, it simply means that the extinguisher can be used on electrical fires.

What is in extinguishers that puts out fires?

There are many different types of fire suppression agents in different extinguishers, including water, carbon dioxide, halon, foam, sodium bicarbonate (common baking soda) and a chemical called monoammonium phosphate. In this article, I will for the most part discuss only dry chemical extinguishers. Dry chemical extinguishers are widely available, inexpensive, and very effective on all of the three basic classes of fires. (If you have a particular need to protect electronic items such as computers and fax machines, be advised that fire extinguishers which use halon or carbon dioxide, while often considerably more expensive, also offer far greater ease of post-fire cleanup. Electronic items may not survive having a dry chemical fire extinguisher used on them.)

Note: dry chemical extinguishers are typically pressurized not with air -- which, of course, supports burning -- but rather with pure nitrogen, which does not support burning. Thus, when the powder is sprayed on a fire, it is carried along by this non-flammable gas, which itself also at least somewhat helps to put out the fire.

Dry chemical extinguishers that have an ABC rating typically contain monoammonium phosphate. This is a non-toxic pale yellow powder that turns to a syrup-like liquid upon exposure to heat. When sprayed on a flaming object, the powder melts into a thick liquid that coats the object, thus excluding air and suffocating the fire. The good news is that this coating action helps prevent an extinguished fire from “reflashing” into existence. The bad news is that its coating action can make post-fire cleanup difficult, especially on things like electronic items.

Dry chemical extinguishers that have a BC rating typically contain sodium bicarbonate – common baking soda. This is a non-toxic white powder that covers a burning surface and excludes oxygen, thus suffocating the fire. However, unlike monoammonium phosphate, it does not melt and thus coat the surface. This can make post-fire cleanup much easier, especially on

things like electronic items. Note: While dry chemical BC extinguishers are only intended to be used on Class B (flaming liquid) and Class C (electrical) fires, they nonetheless are often very effective on Class A fires (wood/paper) as well, and there is no particular hazard in attempting such usage. They frequently work just fine.

Note: some extinguishers come with small hoses, about a foot or so long, attached to them. These small hoses allow for more precise, controlled application of the powder to the fire and greatly increase the effectiveness of the extinguisher. Such hoses are especially important for use in cars because car fires are often in hard to reach places such as in a wheel well or under the hood.

What sizes do extinguishers come in?

There are three common sizes of extinguishers for typical home or automobile use: small, medium, and large. A small extinguisher usually has a rating of either 5BC or 1A:10BC. It typically contains either two pounds or two and one-half pounds of powder and is called a “two and a half pounder” in the industry. A medium sized extinguisher is typically rated between 2A:10BC to 3A:40BC, contains about five pounds of powder, and is called (predictably) a “five pounder” in the industry. A large extinguisher is often rated at around 4A:60BC, contains about ten pounds of powder, and I’m sure that by now you can guess what it’s called in the industry. There are larger dry chemical extinguishers – I’ve seen them up to 150 pounds – but these are typically used only in industrial settings or by actual firefighters. Note: when you add in the weight of the extinguisher’s metal casing in addition to the weight of the powder, a “five pounder” may actually weigh about seven pounds and a “ten pounder” may weigh about fourteen pounds.

How are the extinguishers operated?

Dry chemical extinguishers typically have a discharge handle and a safety pin that prevents premature discharge. To use the extinguisher, you pull the safety pin (doing so is somewhat like pulling the pin on a grenade), point the extinguisher at the base of the fire, squeeze the discharge handle, and slowly sweep the extinguisher from side to side as you advance with caution on the fire. (This is widely taught as PASS – pull, aim, squeeze, and sweep.) It’s usually pretty obvious to figure out how to pull the pin and how to squeeze the discharge handle, but you might want to take a quick glance beforehand at any extinguisher you might need to use. I’ve seen a few models in which neither how to pull the pin nor how to discharge the extinguisher was obvious.

How long does their spray last and how far does it reach?

All dry chemical extinguishers are designed to deliver about six to twelve seconds of continuous spray and their reach is in the range of five to fifteen feet. What varies is the amount of powder that comes out per second. It’s wise to keep in mind that this powder has weight, and thus it’s better to back off from the fire about six to ten feet before spraying the agent. (In addition to helping to keep you safe, doing so also allows the extinguishing agent to spread out and more effectively cover the fire.) If you put the extinguisher’s nozzle up too close to the fire and then discharge it, all you may accomplish is to scatter still-flaming material all over the place.

How many extinguishers, and of what size, do I need?

For general use in a home or car, I personally recommend a one-two punch approach using what I call a “quick shot” extinguisher and a “big gun” extinguisher. For your “quick shot” extinguisher, I recommend use of a compact-sized 5BC dry chemical extinguisher. (A small, 1A:10BC would also do.) In reality, these small, lightweight, inexpensive extinguishers will often be all you need to put out a fire, especially if you can use it very shortly after the fire starts. They are intended to be used on both Class B and Class C fires, and are also often surprisingly effective on Class A fires, and the fact that the agent is simple baking soda makes for a somewhat easier cleanup. If you can get to a fire shortly after it starts, giving it “a quick shot” with a 5BC by using the PASS technique (remember to stand back a bit) will frequently be more than enough to put the fire out.

However, occasionally you’ll need something larger. If so, now it’s time to bring out your “big gun” extinguisher. Fortunately, if your “quick shot” didn’t entirely extinguish the fire, it’s likely that it at least momentarily knocked the fire down to a size that the big gun should be able to finish off without too much trouble. Your “big gun” extinguisher should be the largest extinguisher that you that you can physically manage with reasonable skill. We’re talking at least a five-pounder here, and preferably a ten-pounder. Remember to stand back a bit, use the PASS technique, and there is a very good chance that you’ll be able to extinguish the fire.

Note: acquiring adequate extinguishers need not be an expensive proposition. As of this writing – December, 2003 -- good quality “quick shots” are widely available for ten to fifteen dollars each, and good quality “big guns” (at the 3A:40BC rating) are widely available for twenty to thirty dollars each.

SPECIAL NOTE: It should go without saying, but I’ll say it anyway, that if you are dealing with anything but the smallest of fires you should first make sure that everybody is evacuated or being evacuated and that the fire department has been called. Even one minute can make a major difference in this regard. A small fire can very quickly become a big fire.

There are a number of rules of thumb regarding how many extinguishers you should have. Kidde Company, a major manufacturer, recommends one for every 600 square feet of living space. Another rule of thumb is: one extinguisher for every exit door and one for every additional floor. (I suggest, for reasons I’ll explain in a moment, I recommend that you have at least one “big gun” for every exit door in your apartment.) Thus, if you lived in a two-story house that had a front door, a back door, and a basement, you’d likely need one extinguisher for the upstairs, two for the downstairs, and one for the basement.

Where Should I Store My Extinguishers?

Here's a good tip: Store your "big gun" extinguishers right by your exit doors. The thinking here is that if there's a fire, you run for the door, then make a decision as to whether you should grab the big gun and go back to fight the fire, or just keep right on going out of the house. If you do decide to fight the fire, you are now facing the fire with an exit at your back – a good arrangement. Also, a fire emergency may occur outside your home (for example, a car fire) and having a big gun right by the exit door will help allow you to render aid more promptly.

It's also worth considering that, in addition to having a big gun extinguisher by every exit door, you should also have one in the house's main bedroom. The thinking here is that you may wake up to find your house on fire and will thus need a large extinguisher to reach others or to reach the outside.

As to storing your "quick shot" extinguisher, it's smart to store it near where it's likely to be needed. This usually means somewhere in the kitchen. However, don't store it so close to where it's likely to be needed that you'll have to reach into the flames to get it. Thus, it's probably smarter to store it near the kitchen door than right beside the stove.

In an automobile, you might want to store your "quick shot" in the passenger compartment (preferably in a mounting bracket so it doesn't itself become a hazard if your car is in an accident) and your "big gun" in the trunk. Keep in mind that a visible fire extinguisher may tempt thieves to break into your car so consider storing it in a way that it's not too visible. Remember that extinguishers equipped with small hoses are especially useful for fighting car fires.

How Should I Store My Extinguishers?

You should keep in mind that dry chemical fire extinguishers are pressurized containers -- typically to somewhere around 200 to 300 psi -- and treat them accordingly. This usually means 1) storing them in their mounting bracket or 2) storing them on the floor lying on their side. (The thinking in this latter approach is that the extinguishers can't fall, and thus possibly rupture, if they're already on the ground.) A few times a year, I have the slightly scary experience of walking into someone's home and seeing their extinguisher sitting by itself on its on a high shelf, just waiting for an earthquake or other jolt to make it fall.

How long will the extinguishers last?

Dry chemical fire extinguishers come in two basic types: metal-head and plastic-head. Plastic-head extinguishers are much cheaper than metal-head extinguishers. Both are theoretically refillable after you use them, but only the metal-head types are reliably so. Plus, the cost of a refill is often greater than the cost of a plastic-head. For typical personal use in a home or car, I recommend using plastic-head extinguishers. They're inexpensive and widely available. If you use one, it's a simple matter to buy a replacement. For industrial or commercial use, you might want to go with a metal-head extinguisher, particularly if the law requires to be annually serviced by a technician.

Note: a two-percent “leak rate” is typical for refilled metal-head extinguishers, and these can slowly lose their charge. If you start looking for discharged, and therefore useless, metal-head extinguishers sitting proudly in their mounting brackets, you will probably spot one sooner than you think. I seem to spot at least four to six per year, often right in the line of sight of somebody who has been looking at it for months.

While metal-head extinguishers can last indefinitely, plastic-head extinguishers are typically rated for about six years of use. (Their year of manufacture will be on them somewhere.) Check the manual that comes with them regarding this point. After six years, get a new extinguisher and consider using the old one to put out a “test fire” under very carefully controlled circumstances. Note: some fire departments offer this service. Consider consulting yours. Relatively few people have had the experience of actually firing off an extinguisher, and doing so can be an excellent learning experience.

What Kind of Maintenance Do They Need?

In commercial/industrial situations, the amount and type of maintenance is often specified by law. For personal use situations, it’s usually enough to “glance check” the extinguisher monthly to make sure that it’s still charged. Occasionally the dry powder inside an extinguisher will “cake up” like slightly damp sugar and become hard – and thus unusable. To prevent this, about once every six months – I do it when the times change – pick up your dry chemical extinguisher and thump in on the bottom and/or shake it a few times to make sure that the powder is loose and ready to use. You can often shake the smaller ones by your ear and hear the powder shifting about inside.

Summary

The average person who uses an intelligently chosen, reasonably maintained fire extinguisher, within the first two minutes of a fire’s starting has an excellent chance of putting out the fire, thus greatly reducing danger to life and property.

Supplemental Fun Fire-fighting Factoids.

The soapy water trick: fires in furniture items such as stuffed chairs are often difficult to extinguish with plain water (or other extinguishing agents). However, adding a bit of soap to the water greatly decreases its surface tension and allows it to penetrate more deeply. This often succeeds in putting out the fire.

The pepper spray trick: Most brands of pepper spray on the market today are powered by a liquid, non-flammable propellant. (Earlier brands contained a propellant that was flammable, leading to a number of unfortunate incidents when police sprayed a suspect who was smoking a cigarette!) While it's certainly not a technique to rely on seriously in the event of an emergency, if you have pepper spray handy, you just might be able to use it so "spray out" a small fire.

Useful URLs

There is a lot of very useful information available on the web, and typing some relevant phrases into a search engine will quickly lead you to much useful information. Here are a few URLs to get you started.

Kidde Fire Extinguisher Corporation: www.kiddeus.com

Badger Fire Extinguishers: www.badgerfire.com

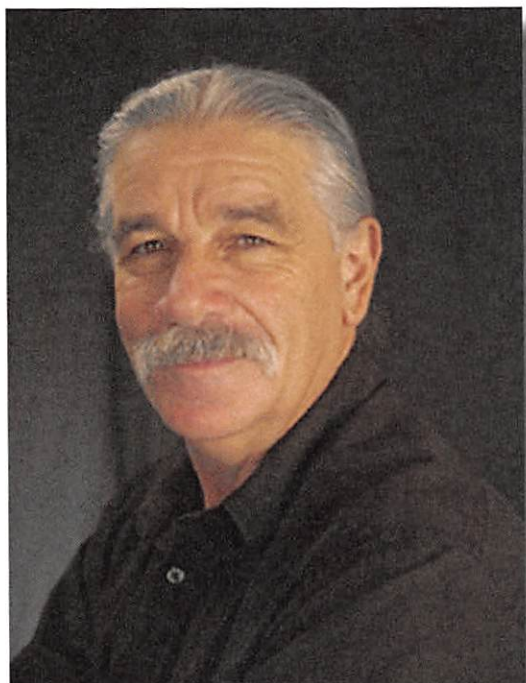
Fireextinguisher.com: www.fireextinguisher.com

National Fire Prevention Association: www.nfpa.org

U.S. Fire Administration: www.usfa.fema.gov

Firesafety.gov: www.firesafety.gov

About the Authors



David Walker

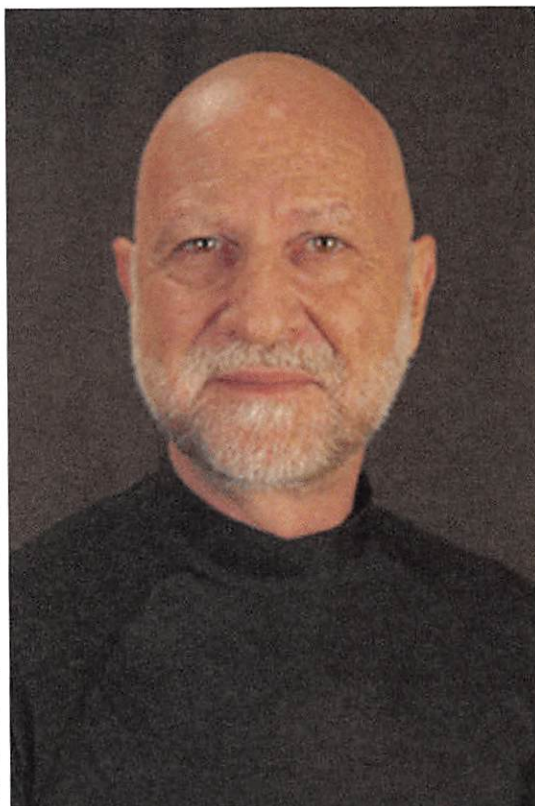
David Walker began his formal journey into D/s in 1980. As a corporate trainer he often traveled to southern California and San Francisco where he was introduced to the BDSM lifestyle. As an educational developer he has both authored and taught BDSM programs for local, regional and national meetings and conferences.

David Walker is a founding member of SAADE (School for Advanced American Dominant Education - www.houseofsaade.com) and an emeritus member of its Tribal Council. He currently is the executive director for the Council of Tribes network of BDSM clubs in Texas (<http://www.counciloftribes.com>) and the founder of the Austin Mentors program. The year-long Austin Mentors Program (<http://www.austinmentors.com>) provides in-depth training for those who are serious about their personal development in the lifestyle. He

continues as a mentor and teaches both Ethics in the Lifestyle and Fire Play basics.

Robert J. Rubel, PhD

Robert Rubel has been involved in the BDSM scene for a number of years, throwing himself into the literature of the field as though it were an academic study. He frequently attends BDSM weekend conferences. Within his local community, Robert (who is also known as "Corwin" the erotic and fetish photographer – www.photosbycorwin.com) has served the BDSM community in the following ways: Board Member of NLA-Austin, Council Member of SAADE (School for Advanced American Dominant Education) and Director of SAADE's Special Interest Group for Master/slave relations. He served for two years as part of the Leadership Core of the Austin Mentors Program where he taught fire play and M/s relations.



Robert's books include: ***Protocols, Handbook for the female slave***; and three books on erotic and fetish photography titled (with an eye towards perverse humor) ***Parts: The Photographic Erotic Art of Robert J. Rubel, PhD*** (2006); ***Wholes: The Photographic Erotic Art of Robert J. Rubel, PhD*** (2006); ***Holes: The Photographic Erotic Art of Robert J. Rubel, PhD*** (2006). Books available at www.Amazon.com.



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My very first experience with fire play was with both David and Corwin (Bob Rubel). They collaborated using flash cotton, alcohol wands, devil's fire and cupping to make it a truly fabulous awakening! The myriad sensations were like nothing I had ever felt before. I now realize that it is one of my favorite forms of play because I am forced to concentrate on what is happening to me, and the world around me falls away.

Stacie

For me, fire play is edge play at its finest. Depending upon the intensity and combination of the various elements, I experience a delightful floating subspace sensation. When my Master plays with me with fire, I am sent into a completely different world. This is a transcendent experience.

slave mindi

You feel the heat but there is no burning feeling. Your light, downy body hair is vaporized and your skin may be a little tender in some places. The redness goes away within a day – like a light sunburn. For me, it is the anticipation of the event that is exhilarating and having faith in the one performing the play. I appreciate the ability to experiment with extremeness in a safe environment.

Martha

From our childhood, we've been taught to be afraid of fire and to have respect for the flames. When I looked this fear in the eye I was drawn to the flame, attracted to its intensity. Being kissed by the flames is one of the most sensual and stimulating experiences of my life. I am very thankful to David for introducing me to Devil's Fire – a very intense scene that helped me overcome my fear. I am also grateful both to David and Corwin (Bob Rubel) for sharing their passion for fire with me.

kat

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